



VIRTUAL VOLUNTEERING LAB

ERASMUS PLUS PROJECT 2020-1-ES01-KA204-082397



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Lesvos Solidarity



smallcodes



Generazione
zero

PARTNER ENTITIES

- REDTREE MAKING PROJECTS
- LESVOS SOLIDARITY
- GENERAZIONE ZERO
- EUROPEAN LANGUAGE EQUALITY NETWORK
- ASOCIACIÓN DE JÓVENES MUSULMANES EN VALENCIA
- SMALLCODES
- GRETA DU VELAY

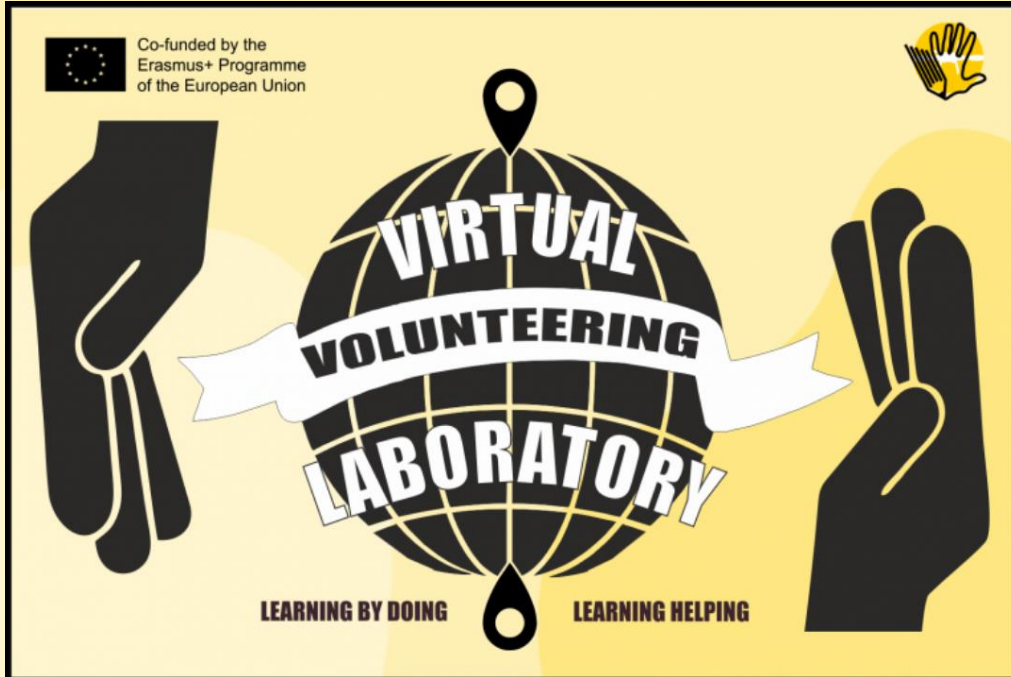


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A digital environment that facilitates the implementation of the methodology on which the O1 is based, through specific tools to create a transnational and effective educative experience.

INTRODUCTION

This has a digital environment that provides the teacher, or even an adult person who wants to learn on their own, all the necessary tools to facilitate the implementation of the proposed learning methodology. In this way, this result provides the user with a tool to find other students from all over Europe registered on the platform who have a different profile from theirs (through the information obtained via a test required to register in R1), facilitating the creation of study couples. It also automatically selects the itinerary most appropriate to the characteristics of the two students, and give activities proposed by partner entities -updated in real time with the specific needs of these entities with specific training content- and all the necessary tools to carry out the virtual work with the partner (chat, file sharing, help materials, synchronous and asynchronous communication with a tutor, a toolbox that collects the educational work done by other students for each activity...) so the beneficiary adult person does not require to look for other virtual tools or apps, everything they need is in the VIRTUAL VOLUNTEERING LAB.

This platform has a digital learning certification system adapted to the methodology and the digital environment itself thanks to the digital LEARNING DOING BADGE (R2), which accredits the learning carried out and the specific skills developed (both in education, volunteering, and inclusion).

WHO ARE THEY USEFUL FOR?



STUDENTS:

- Promote their educational competences with a system that allows them to put their learning into practice through virtual volunteering.
- Establish contact with students from different countries with complementary profiles and thereby favor inclusion and awareness processes.



ENTITIES:

- To offer you a digital tool with which to find virtual volunteers able to cover your needs.
- To have an innovative, free, and transnational training tool that you can offer your beneficiaries to improve their learning.



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STAGE 1: START

First, the student accesses the platform, where he/she can find easy and quick information on the project, the partner entities, and an explanation of the results and the training itineraries.

STAGE 3: PEER TUTORING

After finishing the test, the platform itself will assign a study partner in the same itinerary but with a complementary profile, to enhance the learning results.

STAGE 5: TRAINING

The itinerary is comprised of a series of activities for the students to complete.



STAGE 2: REGISTER

The user can find the access to the private part, where to start the learning process. To do this, they complete a brief test of interests and prior knowledge that will define their training itinerary and profile. To complete their registration, they just have to include an e-mail and a username.

STAGE 4: PRIVATE PART

Once this process is completed, the user accesses their personal space in the virtual environment, with the necessary tools to carry out the learning process and start with the itinerary assigned by the platform according to the results of the previous test.

ACTIVITIES

These activities have to turn into volunteer actions to be completed. To do this, students have to contact entities of beneficiaries and define the activity based on their needs.



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STAGE 6: FINAL TEST

Once all the activities on an itinerary have been completed, a final test will automatically appear to verify the user's acquisition of skills and competences.



STAGE 7: CERTIFICATION

After completing it, he/she will receive via e-mail a digital badge and a certificate endorsed by the entities and the project, accrediting his/her learning.



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ACTIVITY EXAMPLE



ACTIVITY 1: TEXT TRANSLATION

- Brief explanation of the activity.
- Contact with one of the social entities who offer the activity: the proposed activity is turned into a volunteer action adapted to the entity needs and its beneficiaries.
- Development of the activity as a study pair, with the support of the tutor and the help of the platform itself.
- Sending the activity to the entity and the tutor.

ITINERARY 2: COMMUNICATION AND INCLUSION



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THANK YOU

FOR MORE INFORMATION



<https://www.learninghelping.eu/>



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